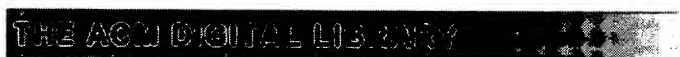



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1 [GPGPU: general purpose computation on graphics hardware](#)



David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn

 August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

 Full text available: pdf(63.03 MB) Additional Information: [full citation](#), [abstract](#), [citations](#)

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

2 [Oral session 1: video- and sensor-based surveillance systems: Support for effective use of multiple video streams in security](#)



Andreas Girgensohn, Frank Shipman, Anthony Dunnigan, Thea Turner, Lynn Wilcox

 October 2006 **Proceedings of the 4th ACM international workshop on Video surveillance and sensor networks VSSN '06**

Publisher: ACM Press

 Full text available: pdf(814.10 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Video surveillance systems have become common across a wide number of environments. While these installations have included more video streams, they have been also placed in contexts with limited personnel for monitoring the video feeds. In such settings, limited human attention in combination with the quantity of video makes it difficult for security personnel to identify activities of interest. Furthermore, interrelationships among activities in different video streams are difficult to ascertain ...

Keywords: multiple video streams, security cameras, video summary, video surveillance

3 [An intuitive and efficient access interface to real-time incoming video based on automatic indexing](#)



Yukinobu Taniguchi, Akihito Akutsu, Yoshinobu Tonomura, Hiroshi Hamada

 January 1995 **Proceedings of the third ACM international conference on Multimedia MULTIMEDIA '95**

Publisher: ACM Press

Full text available:  [htm\(40.62 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)


Keywords: browsing, content-based video indexing, grazing, real-time incoming video, user interfaces

4 [Streams, structures, spaces, scenarios, societies \(5s\): A formal model for digital libraries](#)



Marcos André Gonçalves, Edward A. Fox, Layne T. Watson, Neill A. Kipp
April 2004 **ACM Transactions on Information Systems (TOIS)**, Volume 22 Issue 2

Publisher: ACM Press

Full text available:  [pdf\(316.85 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Digital libraries (DLs) are complex information systems and therefore demand formal foundations lest development efforts diverge and interoperability suffers. In this article, we propose the fundamental abstractions of Streams, Structures, Spaces, Scenarios, and Societies (5S), which allow us to define digital libraries rigorously and usefully. Streams are sequences of arbitrary items used to describe both static and dynamic (e.g., video) content. Structures can be viewed as labeled directed gra ...

Keywords: applications., definitions, foundations, taxonomy

5 [Real-time shading](#)



Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available:  [pdf\(7.39 MB\)](#) Additional Information: [full citation](#), [abstract](#)

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabili ...

6 [Video analysis, retrieval, and summarizing: Video query processing in the VDBMS testbed for video database research](#)



Walid Aref, Moustafa Hammad, Ann Christine Catlin, Ihab Ilyas, Thanaa Ghanem, Ahmed Elmagarmid, Mirette Marzouk
November 2003 **Proceedings of the 1st ACM international workshop on Multimedia databases MMDB '03**

Publisher: ACM Press

Full text available:  [pdf\(357.93 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The increased use of video data sets for multimedia-based applications has created a demand for strong video database support, including efficient methods for handling the content-based query and retrieval of video data. Video query processing presents significant research challenges, mainly associated with the size, complexity and unstructured nature of video data. A video query processor must support video operations for search by content and streaming, new query types, and the incorporation o ...

Keywords: continuous query, query processing, rank-join algorithm, stream processing,

video database, window-join algorithm

7 High dynamic range imaging



Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: [pdf\(20.22 MB\)](#) Additional Information: [full citation](#), [abstract](#)

Current display devices can display only a limited range of contrast and colors, which is one of the main reasons that most image acquisition, processing, and display techniques use no more than eight bits per color channel. This course outlines recent advances in high-dynamic-range imaging, from capture to display, that remove this restriction, thereby enabling images to represent the color gamut and dynamic range of the original scene rather than the limited subspace imposed by current monitor ...

8 The Jupiter audio/video architecture: secure multimedia in network places



Pavel Curtis, Michael Dixon, Ron Frederick, David A. Nichols
January 1995 **Proceedings of the third ACM international conference on Multimedia MULTIMEDIA '95**

Publisher: ACM Press

Full text available: [htm\(72.37 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: audio, collaboration, encryption, multicast, network places, security, video

9 Evaluating the Imagine Stream Architecture



Jung Ho Ahn, William J. Dally, Brucek Khailany, Ujval J. Kapasi, Abhishek Das
March 2004 **ACM SIGARCH Computer Architecture News , Proceedings of the 31st annual international symposium on Computer architecture ISCA '04**,
Volume 32 Issue 2

Publisher: IEEE Computer Society, ACM Press

Full text available: [pdf\(363.10 KB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#)

This paper describes an experimental evaluation of the prototype Imagine stream processor. Imagine [Imagine: Media processing with streams] is a stream processor that employs a two-level register hierarchy with 9.7 Kbytes of local register file capacity and 128 Kbytes of stream register file (SRF) capacity to capture producer-consumer locality in stream applications. Parallelism is exploited using an array of 48 floating-point arithmetic units organized as eight SIMD clusters with a 6-wide VLIW per cluster ...

10 An architecture for multiple perspective interactive video



Patrick H. Kelly, Arun Katkere, Don Y. Kuramura, Saied Moezzi, Shankar Chatterjee
January 1995 **Proceedings of the third ACM international conference on Multimedia MULTIMEDIA '95**

Publisher: ACM Press

Full text available: [htm\(64.56 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)


Keywords: computer vision, digital video, immersive video, interactive television, multimedia databases


11 Rapid serial visual presentation techniques for consumer digital video devices

-  Kent Wittenburg, Clifton Forlines, Tom Lanning, Alan Esenther, Shigeo Harada, Taizo Miyachi
November 2003 **Proceedings of the 16th annual ACM symposium on User interface software and technology UIST '03** 

Publisher: ACM Press

Full text available:  [pdf\(875.05 KB\)](#)

 [wmv\(4:21 MIN\)](#)


 [mov\(4:21 MIN\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this paper we propose a new model for a class of rapid serial visual presentation (RSVP) interfaces [16] in the context of consumer video devices. The basic spatial layout "explodes" a sequence of image frames into a 3D trail in order to provide more context for a spatial/temporal presentation. As the user plays forward or back, the trail advances or recedes while the image in the foreground focus position is replaced. The design is able to incorporate a variety of methods for analyzing or hi ...

Keywords: RSVP, TV interfaces, consumer devices, multimedia interfaces, rapid serial visual presentation, video browsing

12 [Facial modeling and animation](#)

-  Jörg Haber, Demetri Terzopoulos
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**


Publisher: ACM Press

Full text available:  [pdf\(18.15 MB\)](#)

Additional Information: [full citation](#), [abstract](#)

In this course we present an overview of the concepts and current techniques in facial modeling and animation. We introduce this research area by its history and applications. As a necessary prerequisite for facial modeling, data acquisition is discussed in detail. We describe basic concepts of facial animation and present different approaches including parametric models, performance-, physics-, and learning-based methods. State-of-the-art techniques such as muscle-based facial animation, mass-s ...

13 [Posters: Gestural communication over video stream: supporting multimodal interaction for remote collaborative physical tasks](#)

-  Jiazhi Ou, Susan R. Fussell, Xilin Chen, Leslie D. Setlock, Jie Yang
November 2003 **Proceedings of the 5th international conference on Multimodal interfaces ICMI '03**

Publisher: ACM Press


Full text available:  [pdf\(333.47 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


We present a system integrating gesture and live video to support collaboration on physical tasks. The architecture combines network IP cameras, desktop PCs, and tablet PCs to allow a remote helper to draw on a video feed of a workspace as he/she provides task instructions. A gesture recognition component enables the system both to normalize freehand drawings to facilitate communication with remote partners and to use pen-based input as a camera control device. Results of a preliminary user stud ...

Keywords: computer-supported cooperative work, gestural communication, gesture recognition, multimodal interaction, video conferencing, video mediated communication, video stream

14 [An open-source CVE for programming education: a case study: An open-source CVE for programming education: a case study](#)

-  Andrew M. Phelps, Christopher A. Egert, Kevin J. Bierre, David M. Parks
July 2005 **ACM SIGGRAPH 2005 Courses SIGGRAPH '05**

Publisher: ACM Press

Full text available:  [pdf\(7.92 MB\)](#)

Additional Information: [full citation](#), [references](#)

15 [Multimedia for tiny devices: Integrated power management for video streaming to mobile handheld devices](#) 

Shivajit Mohapatra, Radu Cornea, Nikil Dutt, Alex Nicolau, Nalini Venkatasubramanian
November 2003 **Proceedings of the eleventh ACM international conference on Multimedia MULTIMEDIA '03**

Publisher: ACM Press

Full text available:  [pdf\(417.95 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Optimizing user experience for streaming video applications on handheld devices is a significant research challenge. In this paper, we propose an integrated power management approach that unifies low level architectural optimizations (CPU, memory, register), OS power-saving mechanisms (Dynamic Voltage Scaling) and adaptive middleware techniques (admission control, optimal transcoding, network traffic regulation). Specifically, we identify interaction parameters between the different levels and o ...


Keywords: cross-layer adaptation, low-power, multimedia streaming

16 [Video Applications: Improvising camera control for capturing meeting activities using a floor plan](#) 

Shingo Uchihashi

October 2001 **Proceedings of the ninth ACM international conference on Multimedia MULTIMEDIA '01**

Publisher: ACM Press

Full text available:  [pdf\(1.39 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper describes camera control interfaces for capturing meetings and presentations into multimedia documents. While technologies are maturing to deliver multimedia documents over network, skilled human hands are still required to create the contents. We had dug into the problem and found that some portion of it derives from current camera control systems, which only provide interfaces for incremental navigations. Presets are provided for some systems to avoid cumbersome manipulations, but t ...


Keywords: camera control, camera control interface, contents creation, floor plan, meeting capture

17 [VRML-based WWW interface to MPI Video](#) 

Arun Katkere, Jennifer Schlenzig, Ramesh Jain

January 1995 **Proceedings of the first symposium on Virtual reality modeling language VRML '95**

Publisher: ACM Press

Full text available:  [pdf\(7.18 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

18 [Systems 2: mobility and video: Can small be beautiful?: assessing image resolution requirements for mobile TV](#) 

Hendrik Knoche, John D. McCarthy, M. Angela Sasse



November 2005 **Proceedings of the 13th annual ACM international conference on Multimedia MULTIMEDIA '05**

Publisher: ACM Press

Full text available: pdf(349.74 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Mobile TV services are now being offered in several countries, but for cost reasons, most of these services offer material directly recoded for mobile consumption (i.e. without additional editing). The experiment reported in this paper, aims to assess the image resolution and bitrate requirements for displaying this type of material on mobile devices. The study, with 128 participants, examined responses to four different image resolutions, seven video encoding bitrates, two audio bitrates and fo ...

Keywords: acceptability, mobile TV, resolution, viewing distance

19 Where were we: making and using near-synchronous, pre-narrative video



Scott L. Minneman, Steven R. Harrison

September 1993 **Proceedings of the first ACM international conference on Multimedia MULTIMEDIA '93**

Publisher: ACM Press

Full text available: pdf(197.50 KB) ps(1.50 MB) Additional Information: [full citation](#), [references](#), [citing](#)s, [index terms](#)

Keywords: collaboration, digital video, distributed work, group work, video indexing

20 Video Applications: Design of a virtual auditorium



Milton Chen

October 2001 **Proceedings of the ninth ACM international conference on Multimedia MULTIMEDIA '01**

Publisher: ACM Press

Full text available: pdf(1.08 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citing](#)s, [index terms](#)

We built a videoconference system called the Virtual Auditorium to support dialog-based distance learning. The instructor can see dozens of students on a tiled wall-sized display and establish eye contact with any student. Telephone-quality audio and television-quality video can be streamed using commodity codecs such as wavelet and MPEG-4. Support for stream migration allows a seamless user interface to span the multiple computers driving the display wall..We performed user studies on the audit ...

Keywords: display wall, distance learning, eye contact, virtual auditorium

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www.pc-cameras.philips.com/manuals/Pdf/usermanual645en.pdf - [Similar pages](#)

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pixel : One dot in a **video** or **still image**. A typical medium-resolution computer ... a **video stream** to output 23.98 or 24 fps **video** to an NTSC or PAL device. ...

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Sony DCR-TRV480 Digital8 camcorder at Crutchfield.com

USB Streaming: Connecting the camcorder to a PC via the USB **interface** allows you to ... a movie while superimposing it on a **previously recorded still image**. ...

[www.crutchfield.com/ISEO-rgbtcsdpd/cgi-bin/ProdView.asp?](http://www.crutchfield.com/ISEO-rgbtcsdpd/cgi-bin/ProdView.asp?g=53500&id=detailed_info&i=158DCRV480)

[g=53500&id=detailed_info&i=158DCRV480](http://www.crutchfield.com/ISEO-rgbtcsdpd/cgi-bin/ProdView.asp?g=53500&id=detailed_info&i=158DCRV480) - 80k - [Cached](#) - [Similar pages](#)

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previously recorded video. ... Snapshot captures the currently displayed screen to a **still image**. ... which **folder** stores captured **video** or image files. ...

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